"LUNAR"(C) 1992 Game Arts/Studio Alex
English version (C) 1993 Working Designs

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

SEGA AND SEGA CD ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

WORKING DESIGNS

18135 Clear Creek Road.
Redding, CA 96001
(916) 243-3417

Manufactured in the U.S.A.

SEGA™

SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

LUNAR™

THE SILVER STAR

Working Designs Ultra Series

Rated by V.R.C.™
MA-13
Parental Discretion Advised.
Mature Audiences

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

We are glad that you have chosen ***LUNAR: The Silver Star*** for play on your Sega CD™ System. We hope that you will continue to enjoy this and our other products for the Sega CD™ System. Due in part to your overwhelming requests for a "classic style" RPG, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country. Please drop us a line so we can bring you the best!

Handling Your Sega CD Disc

- This Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

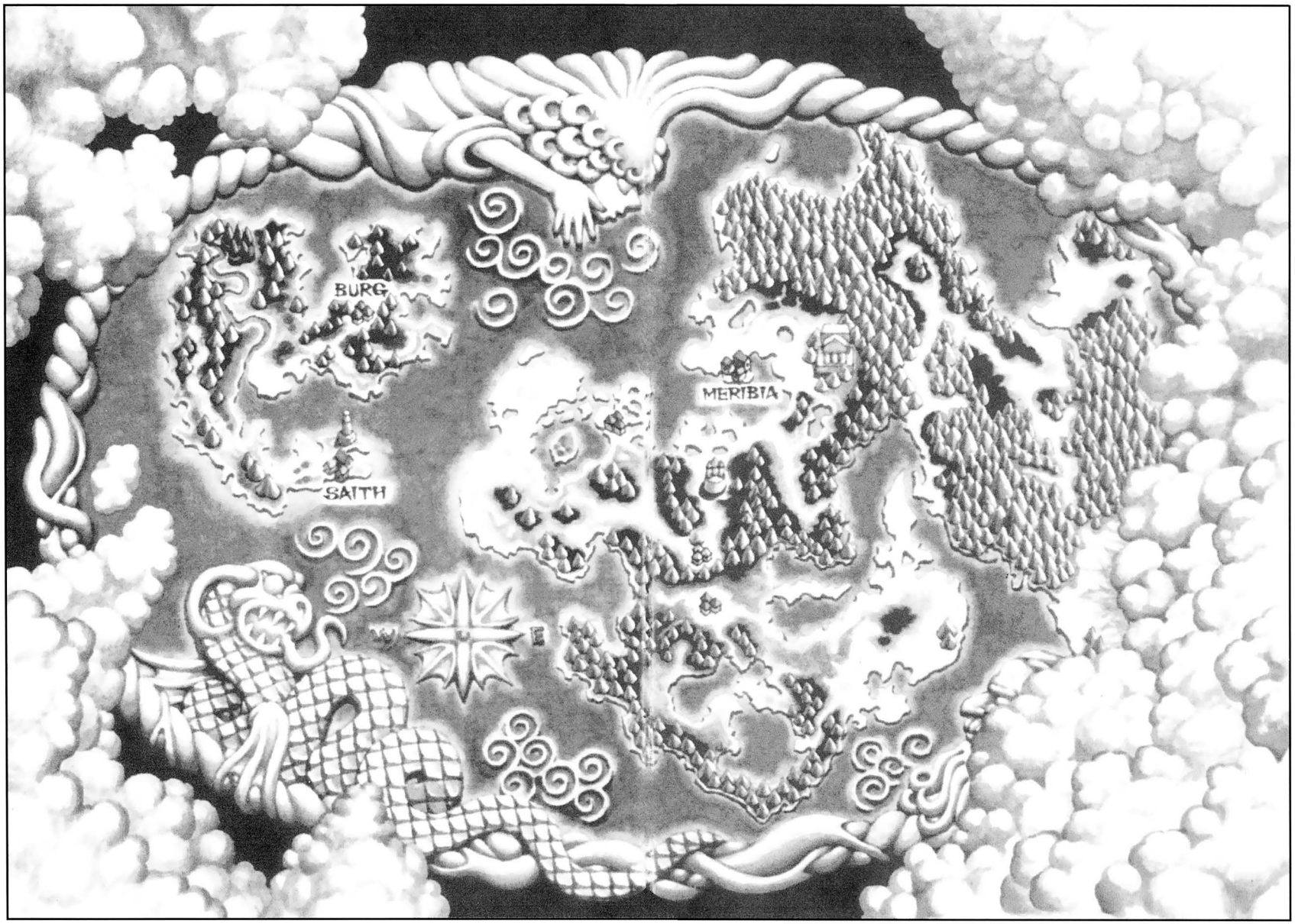
Unauthorized duplication, copying, or rental of this software or manual is prohibited.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ System.

WORKING DESIGNS
18135 Clear Creek Road
Redding, CA 96001

Table of Contents

1. The Map of LUNAR — 2
2. Story — 4
3. Starting The Game — 5
4. Know Your Controller — 6
5. Cast of LUNAR — 7
6. Normal Menu Items — 11
7. Combat Menu Items — 14
8. Weapons — 16
9. Protective Gear — 17
10. Items — 18
11. Magic — 19
12. Translation Notes — 22
13. Hint Book Order Information — 24
14. Warranty — 25


BURG
MERIBIA
SAITH
W
E

LUNAR™
THE SILVER STAR

Lunar is a spectacular world filled with magic. Once, long ago, it was threatened with extinction by an evil force. At that time, four heroes arose and saved the world. The legend of these four heroes inspires many boys and girls, even today.

Alex is no different than any other kid his age. He has friends, three to be exact: Ramus the rotund dreamer. Nall, his constant companion (and the rumored offspring of a white dragon). And Luna, the orphan that Alex's parents took in.

Alex dreams of taking his friends on fantastic adventures like his hero, Dragonmaster Dyne. Dyne, one of the four heroes, died while trying to save the land from the Black Dragon, who had gone insane. A monument in his memory is erected just outside of Alex's village of Burg.

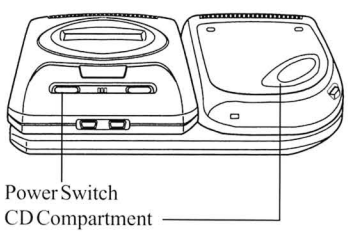
Alex visits Dyne's memorial nearly every day and dreams of the day he too will be able to go on an exciting journey. Just once, he longs to know how it feels to have that rush of adrenaline when facing off against life-threatening danger. Soon, much sooner than he knows, Alex will have the chance to find out...

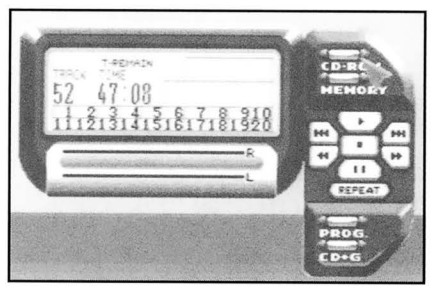
Starting the Game

Before you turn on your Sega-CD² make sure it is properly connected according to the Sega-CD² instructions. Insert the LUNAR CD into the CD tray (label facing up) and then close the CD compartment. Next, choose CD-ROM on the menu screen and then the opening animation will begin. If the unit fails to function correctly, turn it off. Check to see if the Sega-CD² is connected properly and then try again.

When you have finished playing, select SAVE before turning your Sega-CD² off. Make sure you turn off your Sega-CD² before you try to remove the LUNAR CD. Note: The loading instructions for the original Sega-CD are slightly different, so please consult your owners manual.

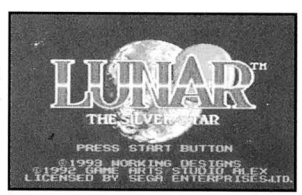
SEGA-CD² System





Starting LUNAR

When the Title Screen appears you can push the START button to select either START or CONTINUE.



✯ START

If you are playing LUNAR for the first time you will need to choose this option.

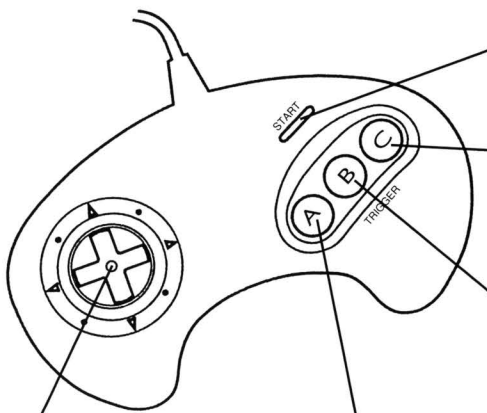
✯ CONTINUE

After selecting this option the Load Screen will appear. You may then select which data file to load.

Warning! If your backup (game save) RAM in the CD unit is full, you will not be able to save the game. Make sure you have sufficient space before you begin playing LUNAR.

In an "empty" Sega-CD unit, there is room for three LUNAR save locations. If you already have other game save data in Backup Ram, you may have less than three save slots available for LUNAR.

Know Your Controller



Start Button
* Used to start the game.

C Button
* Used to open the Normal Menu.

B Button
* Used for cancelling commands.

Direction Key
* Moves characters.
* Moves cursor on menu items and question boxes.

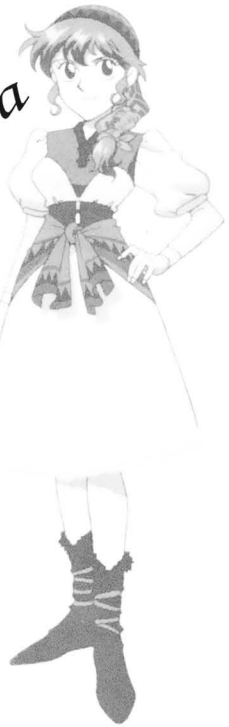
A Button
* Speak to characters.
* Search for hidden items.
* Select menu items and commands.

Cast of LUNAR: The Silver Star

Alex dreams of one day becoming a Dragonmaster like his hero, Dyne. But, in order to fulfill his dream he must leave behind all that he holds dear, including his sweetheart Luna. Much more is in store for him than he realizes. *Hopefully he'll live long enough to tell about it!*

When Alex was a small child a mysterious man gave his father this strange, winged, catlike creature that unfortunately grew up with a bad attitude. He tends to get Alex into a lot of trouble by smarting off at the wrong time. *But, he'll get what's coming to him...sooner or later!*

Luna



Alex's parents have taken care of Luna since she was a child. She is Alex's childhood sweetheart, though she'll never admit it. No one can match the power of her magical songs. Like most adolescents her age she has many unanswered questions about herself. *Unfortunately, they're about to be answered...*

Ramus

Ramus is the son of the Village Elder in Burg and Alex's friend. He hopes that Alex will one day get over his fascination with Dragonmaster Dyne. His one ambition in life is to become filthy rich. He wants it all: fast horses, expensive food, and beautiful women. *It's Ramus' craving for fame and fortune that starts Alex's adventure.*

Nash

This extremely overconfident magician's apprentice is an understudy to the powerful magician Ghaleon, of Vane. If he isn't studying for his latest exam at the academy, he can be found trying to impress the woman of his dreams, Mia. *Too bad Nash isn't as successful at trying to win Mia's heart as he is with magic.*

Mia

Mia is the daughter of Lemia, one of the four heroes, and leader of the city of Vane. Lemia has protected Mia from the outside world so much that she is oblivious to the joys and hardships found in the world below. Despite her mild nature she is actually a very powerful magician. *But, if she could learn one new magic trick it would be making Nash disappear.*

Cast of LUNAR: The Silver Star

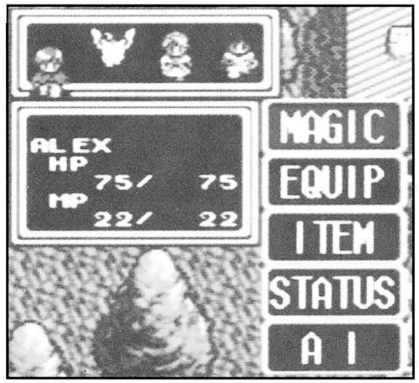
Kyle

After winning the approval of Master Mel of Meribia, Kyle was put in charge of protecting the Nanza Barrier. Despite his rather young age he is a master swordsman and well respected by his loyal followers. He can't help but find himself attracted to Jessica even though she can't stand his male chauvinistic ways. He only has one flaw, *his ego!*

Jessica

Jessica is the daughter of Master Mel who is one of the legendary four heroes, and current governor of Meribia. As an apprentice to a shaman, she has especially strong healing power. Do not let the sweetness that she displays around her father fool you, she is a very brave and independent woman. She is at constant odds with Kyle, hoping that one day he will treat all women as equals. *(Yeah, right.)*

Normal Menu

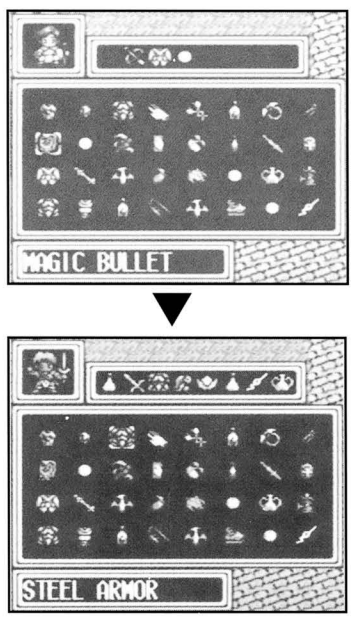


By pressing the C button you can open the Normal Menu. You will then be able to check character status, use equipment or magic, save and load games, and change artificial intelligence options. By moving the direction key right or left you can select the different characters in your party.

MAGIC

Upon selecting this command, the magic the character has learned is displayed. The magic written in white letters can be used, while the magic written in blue letters means that either there is not enough MP available or that this magic is only available during combat. Characters learn more magic as they gain levels.

EQUIP



Used to move weapons, protective gear, and items for characters from the group inventory to each character's personal inventory. The character's current equipment and the equipment in the group inventory will be displayed.

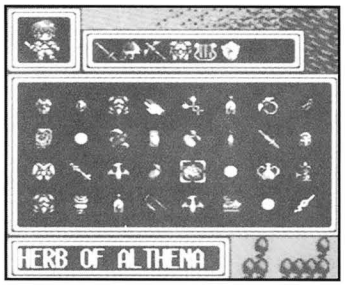
To equip a character's weapon, place the cursor over the desired equipment in the group inventory, then press the A button. The equipment will then be placed in the character's inventory.

To remove an item, place the cursor on the item in the character's inventory, then press the A button. The item will then be placed back into the group inventory.

Note: After opening the equipment menu for one character you may change to another character by pressing the C button.

ITEM

Select this to use items. The individual and group inventory will be displayed. To use an item, place the cursor on the item and push the A button. There are certain items that can only be used during combat. To make them available during combat, go to the EQUIP option and place them into a character's personal inventory before a battle.



STATUS

STATUS — Displays a character's current condition.

Press right for more status info.

MAX HP
Maximum Hit Points for current level.

MAX MP
Maximum Magic Points for current level.

ATK PWR
Attack Power. Current level of attack.

DEF PWR
Defensive Power. Current level of defense.

AGILITY
Speed at which a character can react during a battle. The higher the number the faster his reaction will be.

ANTI-MAGIC
A character's ability to fight off deadly magic spells.

 # OF ATTACKS
Number of Attacks. How many times your character can attack consecutively in each round.

 # OF MOVES
The distance you can move during combat.

CURR HP
Hit Points. This displays the character's current Hit Points.

CURR MP
Magic Points. This displays the character's current Magic Points.

EXP POINTS
Experience Points earned so far. Every time an enemy is defeated you will earn experience points. When this reaches a certain number, your character will raise to the next level. The character's ability levels will also increase.

EXP TO NEXT LEVEL
The number of experience points necessary to advance to the next level.

STATUS + EQUIP — Allows you to see a character's personal inventory. You *cannot* change your character's equipment from this window.

STATUS + MAGIC — This allows you to see the magic that the character has learned. You *cannot use* magic from this option.

AI

Artificial Intelligence. You can choose whether the computer can use items and magic automatically in combat when you choose "AI" from the battle menu. You can choose "AI" for each character according to the instructions on the screen.

● Nall's Options

The following commands are exclusive to Nall. Since Nall does not engage in combat during the game, his options are used to save and load games, change the order of characters, and to drop unnecessary items.

SAVE

You can save your game just about anytime during the game, except in certain places (i.e. inside houses). Usually there are three different data slots provided for you to place your saved game data. *(See warning on Pg. 5.)*

LOAD

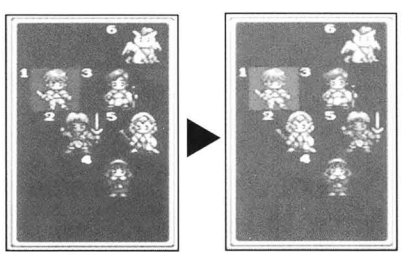
Allows you to load a previously saved game. To load a saved game, place the cursor over the data file and press the A button.

DROP

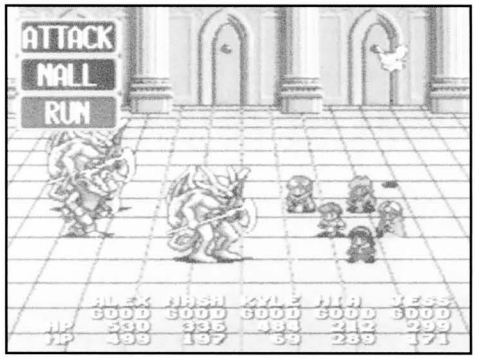
Allows you to discard items of the party. There are certain items that cannot be disposed of. Remember, once an item is discarded it cannot be retrieved. *Use this command with caution!*

ORDER

This command allows you to change the battle formation of your party. Use the direction key to choose two characters you want to move, press the A button and they will swap places. The closer a character is placed to the front of the battle formation the more likely it is that they will get hit, *so it is advisable that you arrange your party according to their HP level.*



Combat Menu



While walking on the overhead map or after entering a dungeon, you will be attacked by different monsters. As battle begins, the combat menu will appear. Your success during combat is dependent on how well you understand these commands.

A character's current condition is listed below their names. There are five different states your character can be in.

GOOD
Normal state.

PSON
Poisoned.

DAZE
Dazed. In this condition the character is not able to tell friend from foe.

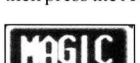
SLEP
Asleep. Renders a character unconscious and unable to attack the enemy.

FREZ
Frozen. Causes paralysis to set in. The character is unable to move.

By selecting this option you will be able to fight it out with the enemy. You will then be given the following six options.

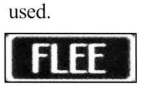
Artificial Intelligence. The computer will decide which enemy your character will fight against judging by their own unique personality and the situation. Select this command by pushing the A button.

Used to attack enemies directly. Use the direction key to select which enemy you are going to attack, then press the A button.

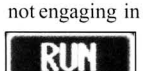


A list of magic that the character has learned is displayed. Place the cursor on the magic you wish to use and then press the A button. You will then need to decide who to use the magic on and then execute that magic by pressing the A button. *Magic written in blue letters cannot be used.*

Allows you to select an item to use. Place the cursor on the item and then press the A button. You will only be able to use the tools that are in the characters inventory. Tools that are not highlighted *cannot* be used.



Flee from enemy attacks. The character will run around the screen trying to avoid attacks. If they survive they will still be able to earn experience points even though not engaging in combat!



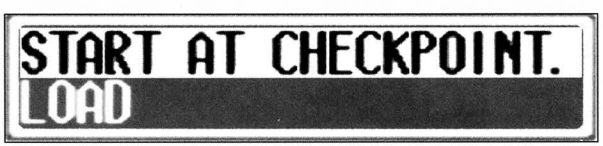
Run away from the battle. The character will try to retreat from the battle and will not earn any experience points.

Nall will tell you which monsters you have just encountered and what your chances for success are.

Allows you to retreat from the battle. You *cannot* run away from all enemies. Use this option sparingly, without engaging in combat you will not be able to raise levels!

After being defeated in battle.

If all of the members of the quest party are killed in a battle, the following screen will appear. You can choose to continue from the checkpoint you passed or load from a save position.



The checkpoint may be far from where you died. To avoid this setback, save frequently. *Remember, save is your best friend.*

Helpful Hint

Make sure that you talk to everyone before leaving a village. Most of the townsfolk have more than one thing to say, it is advisable that you talk to them more than once.

Stone Monuments and Stone Circles.

As you travel from town to town you can recover Hit Points at the Stone Monuments and Magic Points at the Stone Circles by pressing the A button when you get close to them.

Stone Monument.

Weapons

During the game there are different shops in which you can buy and sell various kinds of weapons, armor, and items. The following pages contain brief summaries of many different types of weapons, armor and items that you'll receive during this game.

Dagger

This small dagger has a very low attack level. But, most characters can use it.

Magic Bullet

You can kill enemies with ease by shooting this bullet that will explode on impact. Ideal for characters with low attack power.

Claw

Designed especially for close combat. It was patterned after the claw of an animal.

Axe

Originally used to chop wood. Now used to hack monster skulls in two.

Sling

Very effective in battle, especially when you want to keep some distance between you and the enemies.

Boomerang

Originally developed by a nomadic tribe for hunting, this handy device will make mincemeat out of small monsters.

Long Sword

The slender blade and light handle makes this easy to use. In the right hands, it can be a very powerful weapon.

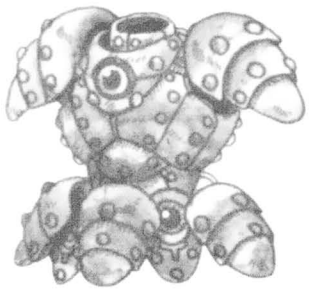
Protective Gear

Heavy Clothes

These durable clothes are worn by travelers for protection from the elements. They offer low protection in battle.

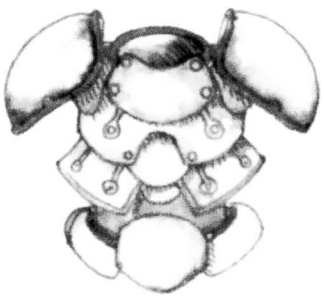
Leather Clothes

Low protective power, however, anybody can wear these.



Carapace Armor

This armor offers good protection from enemy attacks. It is made by fusing together the shells from bizarre creatures that live on the southern continent.



Iron Armor

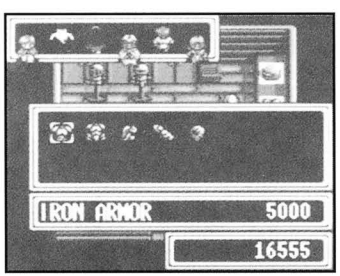
Offers good protection from close attacks. Since it is made from iron plates that are riveted together, it is a bit heavy and cumbersome.

Bracelet

Used to identify all those who study magic. It is believed that the Goddess Althena protects those that wear it.

Shops

In the world of LUNAR the monetary unit is silver. You will receive money after defeating monsters. **Characters that face backwards when highlighting weapons or protective gear at the shops *cannot* use those items.**



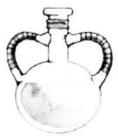
Items

Mint Essence

With its strong musky scent it helps allies regain consciousness from sleep and confusion. *Also works as a great cologne.*

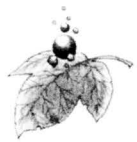
Herb

This herb can be used to recover the HP of Alex and his friends. However, its healing power is quite low.



Holy Water

This will neutralize the poison from monsters if it is sipped or applied to wounds.

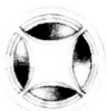


Jasmine

It has a better and stronger healing power than the herb. Soothing in most situations.

Rainbow Drops

By using the brilliance of the Rainbow you can cancel direct attacks from enemies.



Starlight

By gathering the magic power present in the air and adding mystical power to it you can recover some MP.

Sun Drops

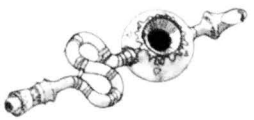
The light from the sun causes this bottle to explode creating a blaze of fire around enemies.

Cloud Drops

The cloud mist contained inside this vial reduces the enemy's protective power.

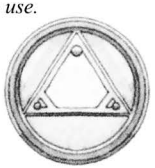
Rations

These rations will recover the HP of all those in your party. However, you cannot use it during battle, *because there's no time for a picnic when the vile tribe moves in.*



Holy Flute

By playing this flute the HP of all the party members will be recovered. *Unfortunately, it was made in Meryod and will break after one use.*



Power Barrier

This magic barrier absorbs direct attacks from enemies.

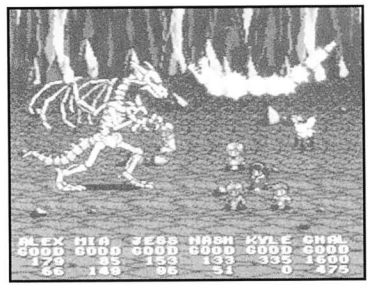
Light Barrier

This cancels the magic attacks of an enemy with its own magical light.

Vigor Peach

This very rare and precious fruit greatly recovers the HP of all party members.

Magic



In the world of LUNAR there are many different branches of magic to master. Alex and his companions are each adapted to certain areas of magic. For instance, Alex's magic is mainly offensive while Jessica's magic is used for healing. Magic abilities increase when levels are gained. Below is a brief overview of some of the magics available for each character.

Alex

Name	Type	Magic Effect	Range
Blazing Fire	Fire	Causes fire to rain down	1 Enemy
Bright Blast	Fire	Light Ray with wider range	All Enemy
Calm Litany	Heal	Level 4 hit point recovery	All Allies
Flame	Fire	Throws fireballs	1 Enemy
Flame Bomb	Fire	Blazing Fire with wider range	All Enemy
Flamer	Fire	Flame with wider range	All Enemy
Light Ray	Fire	Throws fire bombs	1 Enemy
Little Litany	Heal	Level 5 hit point recovery	1 Ally
Power Litany	Heal	Level 2 hit point recovery	1 Ally

Kyle

Name	Type	Skill	Range
Fastcut	Assist	Fast attack from any distance	1 Enemy
Kiai slice	Assist	Increases offensive power	Kyle
Sidestep	Assist	Forms protective barrier	Kyle
Slayride	Assist	Hyper-destructive sword slash	1 Enemy
Sprint	Assist	Doubles characters movement	Kyle

* Since Kyle is unable to use magic, he relies on his own Ninja abilities as his defense.

Jessica

Name	Type	Magic Effect	Range
Althena Litany	Heal	Recovers maximum hit points	All Allies
Calm Litany	Heal	Level 4 hit point recovery	All Allies
Camp Defender	Assist	Same as Holy Defender	All Allies
Cascade Litany	Assist	Increases attack power	1 Ally
Charm Defense	Assist	Delays enemy appearance	All Allies
Fusion Litany	Heal	Recovery from paralysis	All Allies
Heal Litany	Heal	Level 6 hit point recovery	All Allies
Holy Defender	Assist	Forms a protective barrier	1 Ally
Luck Litany	Assist	Causes enemies to attack each other	All Enemy
Magic Box	Assist	Prevents enemies from using magic	1 Enemy
Magic Defense	Assist	Forms a protective barrier	1 Ally
Mental Litany	Heal	Brings character to their senses	All Allies
Power Litany	Heal	Level 2 hit point recovery	1 Ally
Purity Litany	Heal	Recovery from being poisoned	1 Ally
Rest Litany	Heal	Level 7 hit point recovery	1 Ally
Tempter	Assist	Causes enemies to sleep	All Enemy

Luna

Name	Type	Song	Range
Cascade	Assist	Increases attack power	All Allies
Good Luck	Assist	Causes enemies to attack each other	1 Enemy
Healing	Heal	Level 1 hit point recovery	All Allies
Purification	Heal	Recovery from being poisoned	1 Ally
Supersonic	Assist	Attacks enemies with sound waves	All Enemy
Temptation	Assist	Causes enemies to sleep	All Enemy
Tranquility	Heal	Level 3 hit point recovery	All Allies

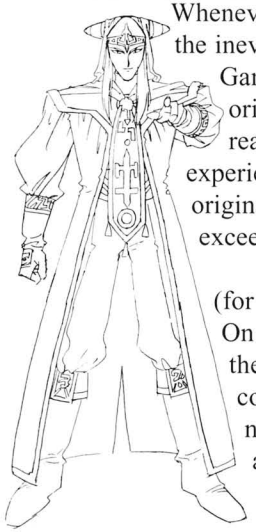
Nash

Name	Type	Magic Effect	Range
Thunder Attack	Wind	Throws lightening bolt	1 Enemy
Thunder Ball	Wind	Creates electrical storm	1 Enemy
Thunder Bomb	Wind	Thunder Ball with wider range	All Enemy
Thunder Fang	Wind	Blue lightening attack	1 Enemy
Thunder Thrust	Wind	More powerful than Thunder Wall	All Enemy
Thunder Thumper	Wind	Freezes enemies	All Enemy
Thunder Wall	Wind	Thunder Fang with wider range	All Enemy
Thunder Wave	Wind	Thunder Attack with wider range	All Enemy

Mia

Name	Type	Magic Effect	Range
Blizzard	Water	Creates a deadly freezing storm	All Enemy
De-Heal	Assist	Transfers enemy's hit points to Mia	1 Enemy
De-Protect	Wind	Reduces enemy's defensive ability	All Enemy
Flame Bomb	Fire	Causes fire to rain down	All Enemy
Flamer	Fire	Throws fireballs	All Enemy
Fullstone	Earth	Ghost attack	1 Enemy
Ice Attack	Water	Throws ice daggers at enemies	All Enemy
Ice Wall	Water	Moves a wall of ice at the enemy	All Enemy
Little Litany	Heal	Level 5 hit point recovery	1 Ally
Luck Litany	Assist	Causes enemies to attack each other	All Enemy
Psychotron	Assist	Escape from a dungeon	All Allies
Spill Attack	Spirit	Spirit Attack	1 Enemy
Spillter	Spirit	Spill Attack with wider range	All Enemy
Tornado	Wind	Creates a tornado	1 Enemy
Waterfall	Water	Ghost Attack	All Enemy

Translation Notes



Whenever a game is translated from a Japanese version, the inevitable question is: "What did you change?" Gamers are very concerned, as we are, that the original game stay intact as much as possible. We really try hard to give the American gamer the same experience the Japanese gamer had when playing the original game. In reality, we meet, and sometimes exceed, the quality of the original Japanese game.

One place where you can easily see a change (for the better) that took place is on the adjacent page. On the left is the literal translation from Japanese of the opening song's lyrics. On the right is the completely rewritten English lyrics. As you'll notice, the Japanese version is much more "soft" and "lovey-dovie." We wanted to convey the sense of urgency found in the game itself, and if you watch the animation that accompanies the song, you'll see how much better the English words fit the visuals. At least we hope you will. Address all hate mail to Don.

LUNAR was tremendously difficult to translate. Actually, I'd say it was the hardest we've undertaken simply due to the sheer volume of text in the game, which amounted to 4 megabytes (32 megabit!) just by itself. We had 4 translators, 3 writers, and a few proofreaders (in addition to the electronic ones on our computers!) working nearly round the clock to finish initial text translation and entry into the program code in a record 8 weeks!

Another area some of you are interested in is the recording process. Our recording studio is equipped with a 32x16 mixing board, 8 track analog recorder, 16-track analog recorder, 2 DAT recorders, plus the usual host of F/X boxes, signal modifiers, keyboards, mikes, etc. Since the recorders are analog, the audio for the animation portions of this game are AAD. The music in the game, however, is DDD.

I could probably go on for another three or four pages with this, but I've only been given one. I hope you liked this little bit of "inside info" on LUNAR's translation. If you want to know more, let us know what part of a conversion project interests you the most, and we'll try to fit it in our next game's manual.

Remember, Working Designs is *your* company, and we really are interested in what you think of the games we release. Stay in touch, okay?

Song Lyrics

Japanese Version

When, in my dreams,
you kiss me
and I want to play
the coquette to you,

I always make a wish
to the stars.
I want to convey
my love "riddle" to you.

Wind,
tell him quick how
much I love him!

Help me confess
my love for him!

My heart is still
throbbing so much
just because you left me
and went on a journey!

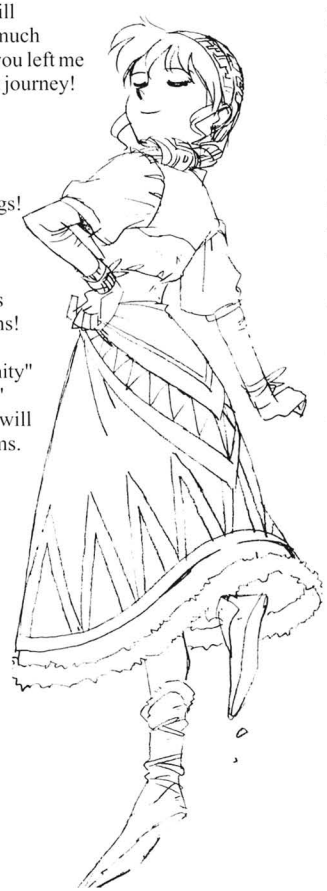
<Bridge>

My heart,
flap your wings!

Now,
soar up
to the heavens
with open arms!

Reduce "eternity"
to an "instant"
and my heart will
be in your arms.

Run back
to me now
and hug and
kiss me!



English Version

When all the land is peaceful
and there is no
real threat to us at last.

Then comes the time for love
two hearts colliding
into one great hymn.

But there are winds foreboding
and there is a
dark storm that soon will pass.

Kiss me my love, then go
the time for
valor has returned again.

On through the night
Keep marching on...

Fighting
Through the darkness
All is evil
still we must press on

Friendship
forged in battle
watch your backs now
take heed!

<Bridge>

Come back to me....

Fighting
Through the darkness
All is evil
still we must press on

Flying
toward the power
that enslaves us
yet we are not done.

Racing
toward the climax
of the battle
to return to love.

Valiant
'gainst the power
evil forces
take heed!

Lost in the Dark Cave? Keep getting wasted by the Vile Tribe? Can't find Dragonmaster Zoc? Then without a doubt you'll need *LUNAR: The Official Strategy Guide*. Written by Sandwich Island Publishing – creators of the Gaming Mastery Series – with the cooperation of Working Designs, *LUNAR: The Official Strategy Guide* is the ultimate guide to the ultimate Sega CD role-playing game.

Inside its pages, you'll find:

- ✯ Detailed maps of every dungeon!
- ✯ Tons of screen shots!
- ✯ A complete walkthrough of the quest, from start to finish!
- ✯ Charts describing every item, weapon, and monster!
- ✯ Behind-the-scenes information on the creation of LUNAR.
- ✯ Combat strategies and top-secret tips you won't find anywhere else!

LUNAR: The Official Strategy Guide isn't just a hint book– well, okay, it is just a hint book, but it's the best darn hint book you'll ever read! Order today – Luna will thank you for it!

Please use the following form if the one on the inside cover is missing.

LUNAR™ The Official Strategy Guide

Send $9.95 + $3.50 (for Priority mail shipping) to:
LUNAR HINT BOOK
P.O. Box 10669
Lahaina, HI 96761

Name_____
Address_____
City_____State_____Zip_____

❑ Check/Money Order ❑ Visa ❑ Mastercard
Card #_____
Expiration Date _____

Working Designs Limited Warranty

Working Designs warrants to the original purchaser of this Working Designs product that this CD Disc is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Working Designs product is sold "as is," without expressed or implied warranty of any kind, and Working Designs is not liable for any losses or damages of any kind resulting from the use of this product. Working Designs agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Working Designs product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Working Designs product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WORKING DESIGNS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WORKING DESIGNS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE WORKING DESIGNS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

18135 Clear Creek Road
Redding, CA 96001

Customer Service
(916) 243-3417 ext. 200

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).